



Introduction

Is it that time already? Yep, it seems the latest Need for Speed is ready, and this one is an attempt to combine the best of Underground and Most Wanted into one very slick package. It feels good to get back to Palmont City, even if it has shattered into a hotly contested war zone by the local gangs. Luckily these are fun-loving gangs who settle all their feuds honorably through underground street races; quite the conquest opportunity for the aspiring motorist.

It's also the largest Need for Speed yet, with more tracks, more cars, and more events than ever. It can be quite a lot to swallow, and that's why IGN is here with our handy reference guide to help you through your climb to the top.

In this Need for Speed Carbon strategy guide, you'll find:

- **BASICS** // We take you back to school with the tips you need to win races.
- **CAREER MODE** // Strategies for taking over Palmont City.
- **CARS** // Every Car in the game, from Mazdas to Dump Trucks.
- **TRACKS** // Maps, including hazards and shortcuts, for every track.

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Basics

Driving School	Events
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The most important thing to learn before hitting the road is how to use the game's physics to your advantage. This is not your usual powersliding Daytona USA affair, nor is it the uber-sim struggle to control your car that is TOCA. Need for Speed: Carbon gives you a pretty stable control, but there's not a lot of drift to it.



The key to maintaining speed is to learn the best lines to handle turns, since you can't slide to turn on a dime. To make a sharp left, for example, you'd want to go to the right side of the road first, giving yourself room to cut across.

To handle a hairpin you want to stay to the outside wall as you come into the turn, and then cut across the inside of the turn, and back to the outside along the other side. Don't make your turns sharp; use your inertia to your advantage. In an S-curve, hug the insides of the bends so that your car can take a straighter path. It's all about finding room, and knowing just how much to slow down so you can still make a turn with what you have,

NOS and Speedbreaker

You'll have two special tools to help you as you race. Nitros should be pretty familiar to you if you play a lot of arcade-style racers. You can hit your Nitro for a burst of extra speed. It'll drain a meter the longer you hold it. Your meter will refill as you drive at high speeds. Ration it properly. Use it to get rolling again after mistakes, and on straightaways where you can really hit those high speeds.



Speedbreaker is a slow-motion bullet-time effect that can be useful in certain situations, but should be used sparingly. When Speedbreaker is activated time will slow down, and you'll be able to steer your car on a dime. It won't, however, change your inertia, and using Speedbreaker to round sharp turns may cost you time in the end. Use it to save your ass and keep from missing turns at the last second, but don't become too dependent on it. Like the nitros, it also drains a bar that refills as your drive, and can be rationed.

Crew

You'll also be able to bring along a wingman in most of your races. Each crew member will have two skills, one to help you during races, and one to help you after the race has ended. In-race skills are activated as you race and also depend on a bar that need to be refilled, just like nitros and speed breaker. The in-race skills are as follows:



Blockers: These guys are good to have a spot behind you. They'll sacrifice their position to seriously screw up anyone behind you. Try to use them in narrow passes for the best results.

Drafters: These guys can get in front of you and, when activated, leave a slipstream for you to gain some momentum and slingshot ahead.

Scouts: These guys will find every back alley and narrow shortcut for you to help you find the best patch to victory. They're probably the least useful as you shouldn't have too much trouble finding short cuts on your own, and if you do, you'll find them marked in this guide.

In addition to these skills, each crew member will have one of three garage skills. A crew member does not have to be active to take advantage of these skills as long as you have hired him/her:

- **Fixer:** Can lower the heat on your car.
- **Fabricator:** Can Autosculpt kits for you car.
- **Mechanic:** Lowers prices on parts and cars.

Driving School

Events

Races



Sprint: This is your basic race to the finish line. Sprints will pit you against a number of opponents and nothing matters but who crosses the line first. Be aggressive, keep your opponents from passing, and make good use of your wingman.



Circuit: More or less the same event as sprints, but you'll need to take two laps around. These races tend to be longer than sprints, so pace yourself.



Speedtrap: These races aren't about who finishes first. There will be several speed traps along the course. They'll be marked on the mini-map and clearly visible. Each trap will record your speed as you pass. Whoever has the highest total wins. Try to maintain a steady speed and fire your nitros coming into each trap. Don't sweat your opponents too much and stay focused on your own score.



Checkpoint: These are like your old-school arcade racing games from the 80s. You have no opponents, just a countdown to race against. As you pass each checkpoint, you'll be awarded some bonus seconds to get to the next checkpoint. If you make it to the end, you win. These are about as straightforward as it gets.



Drift: These events throw physics to the wind. Your car will control completely differently and drift with the slightest of turns. Tapping the wall will end your drift. Drift carefully without hitting the wall to chain drifts together for big multiplier bonuses. Higher speeds will also land you more points. These events are pretty easy in career mode, and the slow and careful approach (using the nitros to keep yourself away from walls) will get you through most of them on the first try.



Canyon Duel: There are two parts to the Canyon Duel. The first is the chase. In this part, you'll follow behind your opponent. The closer you get to him, the faster you'll rack up points. If you fall too far behind, 10 seconds will count down and if you can't catch back up, you'll forfeit the duel. If you pass your opponent, you'll automatically win and skip part two. In part two, the roles will reverse. The points your opponent earns during the second phase will be deducted from the points you earned during the first phase. If you can cross the finish line before your points reach zero, or maintain a large enough lead for 10 seconds, you'll win the duel. If you can't or, if your opponent passes you for more than 10 seconds, you lose, and you'll need to repeat both races.

Pursuits

As in Need for Speed: Most Wanted, you'll have to contend with the cops. These aren't proper events in Career mode. Instead they'll happen spontaneously during races or while driving around in Free Roam. If they happen during races, you'll still be able to complete the race but you'll have to end the pursuit before returning to the safe house, or accessing the world map.



A pursuit is triggered when you're spotted by a police car. When the pursuit begins, the camera will zoom in on the car that spotted you. From here on, all police cars will appear as flashing arrows in your mini-map. If you get too close to a police car, the meter in the top right of the screen will creep toward "busted." If it fills, you'll have to bail your car out of jail, and a strike will be put on that vehicle. If a vehicle gets three strikes, you'll need to find a new ride.



Littered throughout the map are various Pursuit Breakers. These can be triggered by hitting them with your car, will trigger some sort of destructive obstacle that can be useful for shaking anyone tailing you.

When your car is out of view, the evade meter will begin to fill. When it fills you'll enter the Cooldown phase. During this phase officers will not actively pursue you, but they will continue to patrol for you. The Cooldown meter will fill gradually, but you can find hiding spots (marked as circles on the map only during Cooldown) where the meter will fill rapidly. When this meter has filled the pursuit will end.

Heat: As the Pursuit continues, your Heat will gradually increase. Your heat is capped early on, so you can't get into too much trouble, but later on it will behoove you to keep an eye on it. As your Heat increases, the police will deploy more units and better units, and will become more aggressive. In addition, the Cooldown time will increase with your heat.



At Heat level 2, cops will begin setting up roadblocks to slow you down. We found it best to barrel through these as they can be more effective for stopping your tail than they are at stopping you. At level 4 you'll start to see more Rhinos, which are going to be more aggressive, and won't hesitate to ram your car. You'll also notice roadblocks that use spike traps to bust your tires. Be very careful not to run these over. At Heat level 5 you'll have ten cars after you, including some very fast cruisers, and Cooldown will be a full two minutes.

Career Mode

The Gist	Rivals	Crew
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Need for Speed Carbon's Career Mode is all about turf. After five years away you're going to have to start from scratch. There's an all-out gang war, but these gangsters have chosen to hash out their differences in a gentlemanly fashion, letting their racing skills speak for them. Proving your prowess behind the wheel is instant street cred, and the other gangs will respect your territory in areas where you've won events.



To progress all you have to do is select the various available races on the world map. You can drive around in Free Roam mode but we don't recommend it, since it's a good way to get into unnecessary police chases. If you want to challenge rivals, wait at a busy corner instead of cruising around and getting into trouble.

Winning races will also grant you various unlockables, usually upgrades or new cars. You'll have to go to the dealerships (marked on your map) to claim the new cars, and you'll have to install upgrades in your Safe House.



You can teleport to your Safe House at any time from the pause menu, except when you're in the middle of a police pursuit. At the Safe House you can change cars, hire new crew members, and customize your ride.

There are three routes through Career Mode, based on the class of car you start with. It doesn't matter what car you actually use during the bulk of the game, but at the beginning, you'll have your choice of a Muscle, Tuner, or Exotic vehicle, and this will determine where on the map you start. It will also impact which cars you'll unlock and at what point you'll unlock them. You won't have an overabundance of cars of the class you started with, though, so don't worry.

The Gist

Rivals

Crew

There are four gang leaders vying for turf against you in Palmont City. After taking over all the turf from one of these leader's you'll have a show down to prove your dominance to the new leader, and a race war to show everyone who the new boss is.

Angie

Angie's crew call themselves 21st St. This fiery Latina is a reckless wild child. She loves the power of classic muscle cars, and those that start their career with a muscle class vehicle will have to go through her first. She's an instinctual creature who flies by the seat of her pants, and she lives only to win.



Kenji

Kenji's a larger than life personality, prone to braggadocio. His crew, Bushido, take their name from the samurai's code of honor, and Kenji is no less focused. He loves the tuner cars, and will be the first rival for anyone who shares that passion.



Wolf

Wolf is an old-money rich boy from Germany, with a thing for pricey exotic vehicles. He loves to flaunt his wealth, and considers himself above the law. Taking down his TFK crew will be the first challenge for anyone who starts with an Exotic.



Darius

Darius is as brilliant as he is ruthless. He knows everything about the Undergrounds, and rules the north of Palmont with an iron fist. Taking him down will be the ultimate challenge for anyone hoping to take over.



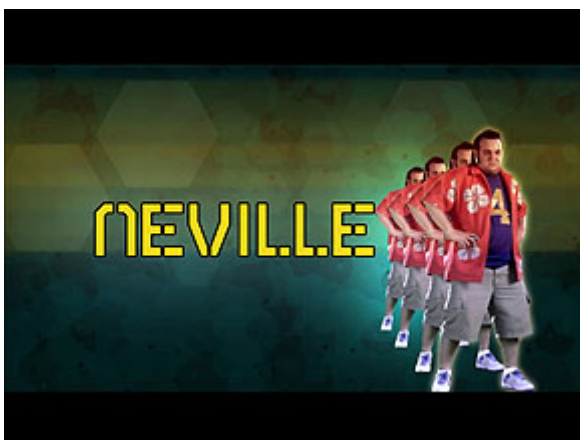
The Gist

Rivals

Crew

As explained in the Basics section, each crew member has two skills. The order you get Samson, Yumi, and Colin in will depend on the class you started your career with.

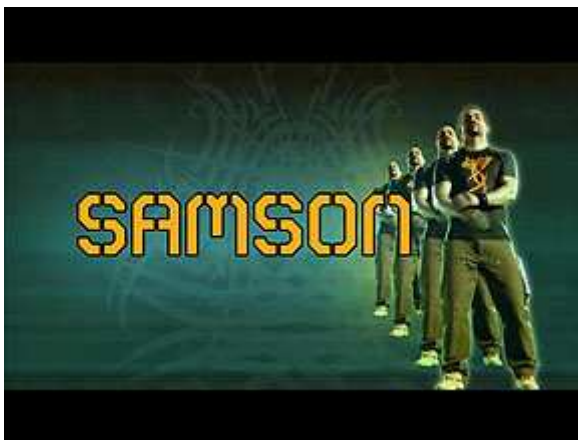
Neville // Blocker/Fixer



Sal // Scout/Fabricator



Samson // Blocker/Fixer



Yumi // Scout/Mechanic



Colin // Drafter/Fabricator



Nikki // Drafter/Mechanic



Reward Cards

Throughout Career Mode and Challenge mode, you'll earn various reward cards. All of these can be viewed from the main menu, including the ones you don't have, so you won't need us to list them. Each reward requires four cards that have four separate objectives. Complete all of them to claim your prize.

Cars

Cars are sub divided into three main classes, and three tiers. There are a few cars unlockable by reward cards that fall outside of these, but they aren't usable in Career Mode. Muscle Cars get the best acceleration, Tuners get the best handling, and Exotic are the most balanced. Cars in the same class and tier are generally very similar with only subtle differences in stats, so we won't break down every single one of them. Here are the basic models.



Exotics		
Vehicle	Tier	Unlock/Notes
Alfa Romeo Brera	Tier 1	Begin Career
Mercedes Benz CLK 500	Tier 1	Begin Career
Aston Martin DB9	Tier 2	Turf in Career
Jaguar XK	Tier 2	Challenge Mode (Collector's Edition Only)
Lotus Elise	Tier 2	Exotic Career: Take Ocean View/Muscle Career: Take Hillsborough
Lotus Europa S	Tier 2	N/A in Career
Mercedes-Benz SL65 AMG	Tier 2	Exotic Career: Take Morgan Beach/Complete Muscle Career/Complete Tuner Career
Porsche Cayman S	Tier 2	Exotic Career: Take Mason District/Muscle Career: Take South Fortuna/Tuner Career: Take Hillsborough
Audi LeMans Quattro	Tier 3	Complete Any Career
BMW M3 GTR	Tier 3	See: Reward Cards
Ford GT	Tier 3	Exotic Career: Take Starlight Strip/Muscle Career: Take Silverton Refinery/Tuner Career Take Infinity Park
Koenigsegg CCX	Tier 3	Collector's Edition Only
Lamborghini Gallardo	Tier 3	Exotic Career: Take Canmor Downs/Muscle Career: Take Shady Pine/Tuner Career: Bowen Ave
Lamborghini Murcielago	Tier 3	Deadfall Junction (Wolf)
Mercedes-Benz SLR McLaren	Tier 3	Exotic Career: Take Neon Mile/Muscle Career: Take Infinity Park/Tuner Career: Take Silverton Refinery.
Pagani Zonda	Tier 3	EA Downloader Only
Porsche 911 Turbo	Tier 3	See: Reward Cards
Porsche Carrera GT	Tier 3	Exotic Career: Take Canmor Downs/Complete Muscle Career/Complete Tuner Career
Porsche GT3 RS	Tier 3	See: Reward Cards
Muscles		
Vehicle	Tier	Unlock/Notes
Chevrolet Camaro SS	Tier 1	Begin Muscle Career
Chevrolet Chevelle SS	Tier 1	See: Reward Cards
Chrysler Hemi 300C SRT8	Tier 1	Start Career Mode
Dodge Challenger	Tier 2	EA Downloader Only

Dodge Charger R/T	Tier 2	Turf in Career
Dodge Charger SRT8	Tier 2	Complete Exotic Career/Muscle Career: Take Mason District/Complete Tuner Career
Ford Mustang GT	Tier 2	Muscle Career: Take Kempton Holdings/Tuner Career: Take The Projects
Plymouth Road Runner	Tier 2	N/A in Career
Pontiac GTO	Tier 2	See: Reward Cards
Vauxhall Monaro VXR	Tier 2	Exotic Career: Take The Projects/Muscle Career: Take Fortuna Heights/Tuner Career: Take Kempton Holdings.
Chevrolet Camaro Concept	Tier 3	Collector's Edition Only
Chevrolet Corvette Z06	Tier 3	Exotic Career: Take Shady Pine/Muscle Career: Take Canmor Downs/Tuner Career: Blackwell Road
Dodge Challenger Concept	Tier 3	Desperation Ridge (Angie)
Dodge Viper SRT-10	Tier 3	Exotic Career: Bowen Ave/Muscle Career: Take Neon Mile/Tuner Career: Take Shady Pine
Plymouth Hemi 'Cuda	Tier 3	Exotic Career: Blackwell Road/Muscle Career: Take Starlight Strip/Tuner Career: North Broadway
Shelby GT500 (1967)	Tier 3	Complete Exotic Career/Muscle Career: Take Diamond Hills/Complete Tuner Career
Shelby GT500 (2007)	Tier 3	Quick Race Only
Tuners		
Vehicle	Tier	Unlock/Notes
Lexus I5300	Tier 1	N/A in Career
Mazda Mazdaspeed3	Tier 1	Start Career
Mazda RX-8	Tier 1	Start Career
Mitsubishi Eclipse	Tier 2	See: Reward Cards
Nissan 240SX	Tier 2	Challenge Series (Collector's Edition)
Mazda RX-7	Tier 2	Turf in Career
Mitsubishi Exlipse GT	Tier 2	Exotic Carrer: Take Old Quarter/Muscle Career: Take Kings Park/Tuner Career: Take Old Quarter
Renault Clio V6	Tier 2	Exotic Career: Take Historic Chinatown/Muscle Career: Take Old Quarter/Tuner Career: Take Fortuna Heights
Toyota Corolla GTS	Tier 2	Turf in Career
Toyota MR2	Tier 2	See: Reward Cards
VW Golf R32	Tier 2	Complete Exotic or Msucle Career/Tuner Career: Take Morgan Beach
Infiniti G35	Tier 3	N/A in Career
Mitsubishi Lancer Evolution IX MR-Edition	Tier 3	Journeyman's Bane (Kenji)
Nissan 350Z	Tier 3	Exotic Career: North Broadway/Muscle Career: Blackwell Road/Tuner Career: Take Diamond Hills
Nissan Skyline GT-R R34	Tier 3	Complete Exotic or Muscle Career/Tuner Career: Take Canmor Downs
Subaru Impreza WRX Sti	Tier 3	Exotic Career: Take Silverton Refinery/Muscle Career: North Broadway/Tuner Career: Take Starlight Strip
Toyota Supra	Tier 3	Exotic Career: Take Infinity Park/Muscle Career: Take Shady Pine/Tuner Career: Take Neon Mile
Special		
Vehicle	Tier	Unlock/Notes
Dump Truck	Tier 0	See: Reward Cards
Fire Truck	Tier 0	See: Reward Cards
Police Rhino	Tier 2	See: Reward Cards

Cross Corvette	Tier 3	See: Reward Cards
Police Civic Cruiser	Tier 3	See: Reward Cards
Police Interceptor	Tier 3	See: Reward Cards

Tracks

Legend: Pursuit Breakers/Race Breakers are marked with a red "B." Green arrow indicates starting line and direction. Red Lines across the track indicate checkpoints or speed traps (as the race type indicates). Yellow lines show the paths of shortcuts/alternate routes.

Sprint Tracks



Race Type
Sprint



Dover and Lepus
Length 3.4 MILES
Laps 1
Record 2:03.67



Race Type
Sprint



Petersburg Dam
Length 3.7 MILES
Laps 1
Record 2:21.30

 Race Type
Sprint



Mission Street

Length	3.5 MILES
Laps	1
Record	2:16.85

 Race Type
Sprint



Waterfront Road

Length	2.7 MILES
Laps	1
Record	1:36.72

 Race Type
Sprint



Desperation Ridge

Length	4.6 MILES
Laps	1
Record	2:30.80

 Race Type
Sprint



Silverton Way

Length	4.3 MILES
Laps	1
Record	2:26.67

 Race Type
Sprint



Deadfall Junction

Length	4.5 MILES
Laps	1
Record	2:26.14

 Race Type
Sprint



Starlight Street

Length	4.2 MILES
Laps	1
Record	2:34.15

 Race Type
Sprint



Eagle Drive

Length	3.5 MILES
Laps	1
Record	2:10.38

 Race Type
Sprint



Spade Street

Length	3.3 MILES
Laps	1
Record	1:48.07


 Race Type
 Sprint



Verona Tunnel

Length	3.3 MILES
Laps	1
Record	2:11.90


 Race Type
 Sprint



York Road

Length	3.8 MILES
Laps	1
Record	2:21.09


 Race Type
 Sprint



Agostini Avenue

Length	4.4 MILES
Laps	1
Record	2:42.97


 Race Type
 Sprint



North Bellezza

Length	3.7 MILES
Laps	1
Record	2:27.23

 Race Type
Sprint



Lofty Heights Downhill

Length	3.3 MILES
Laps	1
Record	2:17.31

 Race Type
Sprint



Lincoln Boulevard

Length	3.0 MILES
Laps	1
Record	1:55.93

 Race Type
Sprint



Chinatown Tram

Length	5.0 MILES
Laps	1
Record	3:26.91

 Race Type
Sprint



Gold Valley Run

Length	3.4 MILES
Laps	1
Record	2:02.72

 Race Type
Sprint



Devil's Creek Pass

Length	2.5 MILES
Laps	1
Record	1:40.85

 Race Type
Sprint



Mason Street

Length	4.4 MILES
Laps	1
Record	2:51.17

 Race Type
Sprint



Copper Ridge

Length	2.6 MILES
Laps	1
Record	1:31.00

 Race Type
Sprint



Mason St Bridge

Length	7.3 MILES
Laps	1
Record	4:03.00


 Race Type
 Sprint



Francis Tunnel

Length	5.6 MILES
Laps	1
Record	3:15.00


 Race Type
 Sprint



Eternity Pass

Length	3.1 MILES
Laps	1
Record	2:01.00


 Race Type
 Sprint



Journeyman's Bane

Length	3.3 MILES
Laps	1
Record	2:06.00


 Race Type
 Sprint



Knife's Edge

Length	2.4 MILES
Laps	1
Record	2:48.00

 Race Type
Sprint



Mesa Bridge

Length	2.4 MILES
Laps	1
Record	1:30.00

 Race Type
Sprint



Blackwell Bridge

Length	4.5 MILES
Laps	1
Record	2:33.00

Circuit

 Race Type
Circuit



Steyne Aqueduct

Length	9.4 MILES
Laps	2
Record	2:24.83

 Race Type
Circuit



Beachfront

Length	5.0 MILES
Laps	2
Record	1:29.62

 Race Type
Circuit



Kempton Docks

Length	6.8 MILES
Laps	2
Record	1:56.68

 Race Type
Circuit



Dover Street

Length	7.0 MILES
Laps	2
Record	1:58.00

 Race Type
Circuit



Brooks Street

Length	7.3 MILES
Laps	2
Record	2:08.23

 Race Type
Circuit



North Broadway

Length	4.4 MILES
Laps	2
Record	1:07.39


 Race Type
 Circuit



Savannah Street
 Length 6.6 MILES
 Laps 2
 Record 1:58.79


 Race Type
 Circuit



Paradise Hotel
 Length 6.4 MILES
 Laps 2
 Record 1:46.36


 Race Type
 Circuit



University Way
 Length 4.6 MILES
 Laps 2
 Record 1:19.12


 Race Type
 Circuit




Library Square
 Length 14.6 MILES
 Laps 2
 Record 3:42.70


 Race Type
Circuit



Skyline Avenue

Length	5.3 MILES
Laps	2
Record	1:27.04

 Race Type
Circuit



Ocean View

Length	6.9 MILES
Laps	2
Record	1:46.15

 Race Type
Circuit



Condo Row

Length	5.1 MILES
Laps	2
Record	1:32.65

 Race Type
Circuit



Main Street

Length	3.9 MILES
Laps	2
Record	1:03.42

 Race Type
Circuit



Sutherland Bell Tower

Length	7.6 MILES
Laps	2
Record	2:01.06

 Race Type
Circuit



Silk Road


Length	4.8 MILES
Laps	2
Record	1:29.84

 Race Type
Circuit



North Road

Length	6.0 MILES
Laps	2
Record	1:54.90

 Race Type
Circuit



Garden Boulevard

Length	4.8 MILES
Laps	2
Record	1:37.79

 Race Type
Circuit



Salazar Street

Length	3.3 MILES
Laps	2
Record	1:56.00

 Race Type
Circuit



Royal Avenue

Length	4.2 MILES
Laps	2
Record	2:27.00

 Race Type
Circuit



South Fortuna

Length	12.8 MILES
Laps	2
Record	7:22.00


 Race Type
Circuit



Lucky Towers

Length	5.9 MILES
Laps	2
Record	1:32.75

 Race Type
Circuit



Campbell Tunnel

Length	8.8 MILES
Laps	2
Record	5:34.00

 Race Type
Circuit



Robinson Bay

Length	10.7 MILES
Laps	2
Record	6:08.00

Checkpoint

 Race Type
Checkpoint



Morgan Beach Offramp

Length	2.7 MILES
Laps	1
Record	1:51.15

 Race Type
Checkpoint



Eskuri Plaza

Length	5.5 MILES
Laps	1
Record	3:21.21

 Race Type
Checkpoint



Blackwell Road


Length	5.8 MILES
Laps	1
Record	3:34.86


 Race Type
Checkpoint



The Neon Mile

Length	5.1 MILES
Laps	1
Record	2:59.05

 Race Type
Checkpoint



Troy

Length	4.5 MILES
Laps	1
Record	2:41.63

 Race Type
Checkpoint



Gray Street

Length	4.3 MILES
Laps	1
Record	2:47.85

 Race Type
Checkpoint



University Avenue

Length	4.7 MILES
Laps	1
Record	2:59.08

 Race Type
Checkpoint



Rabinowitz Drive

Length	5.2 MILES
Laps	1
Record	3:17.98

 Race Type
Checkpoint



Hills Borough Parkway

Length	7.9 MILES
Laps	1
Record	5:08.78

 Race Type
Checkpoint



Knight Street

Length	4.2 MILES
Laps	1
Record	2:39.60

Speed Trap

 Race Type
Speedtrap



Eskuri Way

Length	3.6 MILES
Laps	1
Record	110.01 MPH

 Race Type
Speedtrap



Stonewall Tunnel

Length	2.3 MILES
Laps	1
Record	113.11 MPH

 Race Type
Speedtrap



Newport Trainyard

Length	4.4 MILES
Laps	1
Record	880.24 MPH

 Race Type
Speedtrap



Foundry Road

Length	2.7 MILES
Laps	1
Record	601.65 MPH

 Race Type
Speedtrap



Canmor Road

Length	4.0 MILES
Laps	1
Record	111.87 MPH

 Race Type
Speedtrap



Olympic Boulevard

Length	3.8 MILES
Laps	1
Record	110.01 MPH

 Race Type
Speedtrap



Bowen Avenue

Length	3.5 MILES
Laps	1
Record	594.30 MPH

 Race Type
Speedtrap



Million Dollar Drive

Length	4.6 MILES
Laps	1
Record	111.25 MPH



Race Type
Speedtrap



Park Drive

Length	2.7 MILES
Laps	1
Record	106.90 MPH



Race Type
Speedtrap



Mason Fountain

Length	3.2 MILES
Laps	1
Record	675.52 MPH

Drift



Race Type
Drift



Knife's Edge

Length	2.4 MILES
Laps	1
Record	28,613



Race Type
Drift



Devil's Creek Pass

Length	2.3 MILES
Laps	1
Record	25,593

 Race Type
Drift



Journeyman's Bane

Length	2.9 MILES
Laps	1
Record	80,968

 Race Type
Drift



City Courthouse

Length	3.0 MILES
Laps	2
Record	195,176

 Race Type
Drift



Copper Ridge

Length	2.5 MILES
Laps	1
Record	80,000

 Race Type
Drift



Kimei Temple

Length	2.7 MILES
Laps	2
Record	163,867

 Race Type
Drift



Kings Park

Length	2.7 MILES
Laps	2
Record	178,452

 Race Type
Drift



Lookout Point

Length	2.2 MILES
Laps	1
Record	33,616

 Race Type
Drift



Starlight Strip

Length	3.5 MILES
Laps	2
Record	200,000

 Race Type
Drift



Old Quarter

Length	4.5 MILES
Laps	2
Record	300,000

 Race Type
Drift



Gold Valley Run

Length	3.0 MILES
Laps	1
Record	80,000

 Race Type 
Drift



Newport Ironworks

Length	2.0 MILES
Laps	2
Record	180,000

 Race Type
Drift



Fortuna Heights

Length	6.7 MILES
Laps	2
Record	200,000

 Race Type
Drift



Palmont University

Length	4.5 MILES
Laps	2
Record	220,000

 Race Type
Drift



Billings District

Length	5.8 MILES
Laps	2
Record	250,000

 Race Type
Drift



Desperation Ridge

Length	4.4 MILES
Laps	1
Record	80,000

 Race Type
Drift



Park Drive Drift

Length	2.0 MILES
Laps	2
Record	160,000

 Race Type
Drift



Deadfall Junction

Length	4.4 MILES
Laps	1
Record	80,000

 Race Type
Drift



Shady Pine

Length	3.2 MILES
Laps	2
Record	250,000

 Race Type
Drift



Copper Ridge

Length	2.5 MILES
Laps	1
Record	80,000

 Race Type 
Drift



Main Street Drift

Length	4.3 MILES
Laps	2
Record	380,000

 Race Type
Drift



Eternity Pass

Length	2.9 MILES
Laps	1
Record	60,000



Race Type
Canyon



Deadfall Junction

Length	4.4 MILES
Laps	1
Record	215,228



Race Type
Canyon



Desperation Ridge

Length	4.5 MILES
Laps	1
Record	133,877



Race Type
Canyon



Journeyman's Bane

Length	3.3 MILES
Laps	1
Record	57,126



Race Type
Canyon



Copper Ridge

Length	2.4 MILES
Laps	1
Record	6,340

 Race Type
Canyon



Gold Valley Run

Length	3.2 MILES
Laps	1
Record	4,755

 Race Type
Canyon



Knife's Edge

Length	2.4 MILES
Laps	1
Record	10,000

 Race Type
Canyon



Devil's Creek Pass

Length	2.5 MILES
Laps	1
Record	10,000

 Race Type
Canyon



Eternity Pass

Length	3.1 MILES
Laps	1
Record	2,214



Race Type
Canyon



Lookout Point

Length	2.5 MILES
Laps	1
Record	5,890



Race Type
Canyon



Lofty Heights Downhill

Length	3.2 MILES
Laps	1
Record	10,000